

WABL Stadium Scoring User Guide

Introduction

Your Association now has the ability to score all WABL games using the Stadium Scoring program. In order for the system to function correctly, there are a few things it requires:

- Set-up
- Power
- Internet Access (not necessarily required during game)

Set-Up

On Game day, you will be required to put the laptops out onto each court's scorebench. Once the laptops have started, all you will need to do is open the Stadium Scoring program. Once it is open simply click 'Run Downloaded Games'. The list of games to be played on each particular court should appear in order.

Power

In order for the laptops to run throughout the course of the Game day, they will require power. Some Stadiums have power at each scorebench but some do not. In circumstances where the scorebench does not have a power socket, the Games Controller will need to run extension leads from each non-powered scorebench to the closest power socket. Player and spectator safety must be considered when undertaking this. After each game, the Games Controllers should check that laptops are NOT operating from battery power.

Internet Access

In order for each system to display that particular court's games, internet access is required. This is most easily done via wireless internet access in which case each laptop can automatically download games and upload game results from the scorebench. If the Stadium does not have wireless internet (or it is not accessible from the scorebench), the day's games will need to be downloaded onto the laptops prior to being taken out to the scorebenches. This may be done by plugging each laptop into the internet and starting Stadium Scoring, or starting the program in an area where the laptops do receive wireless internet access.

NOTE: Internet access is not required to run the games once they have been downloaded; however it is again required when closing the Stadium Scoring program (therefore uploading game results).

User Manual

Contained in the rest of this guide is a Stadium Scoring user manual. This provides in-depth, step-by-step instruction on how to open, run and close Stadium Scoring. It is recommended that those who will be assisting in the set-up and training of Stadium Scoring read this thoroughly.

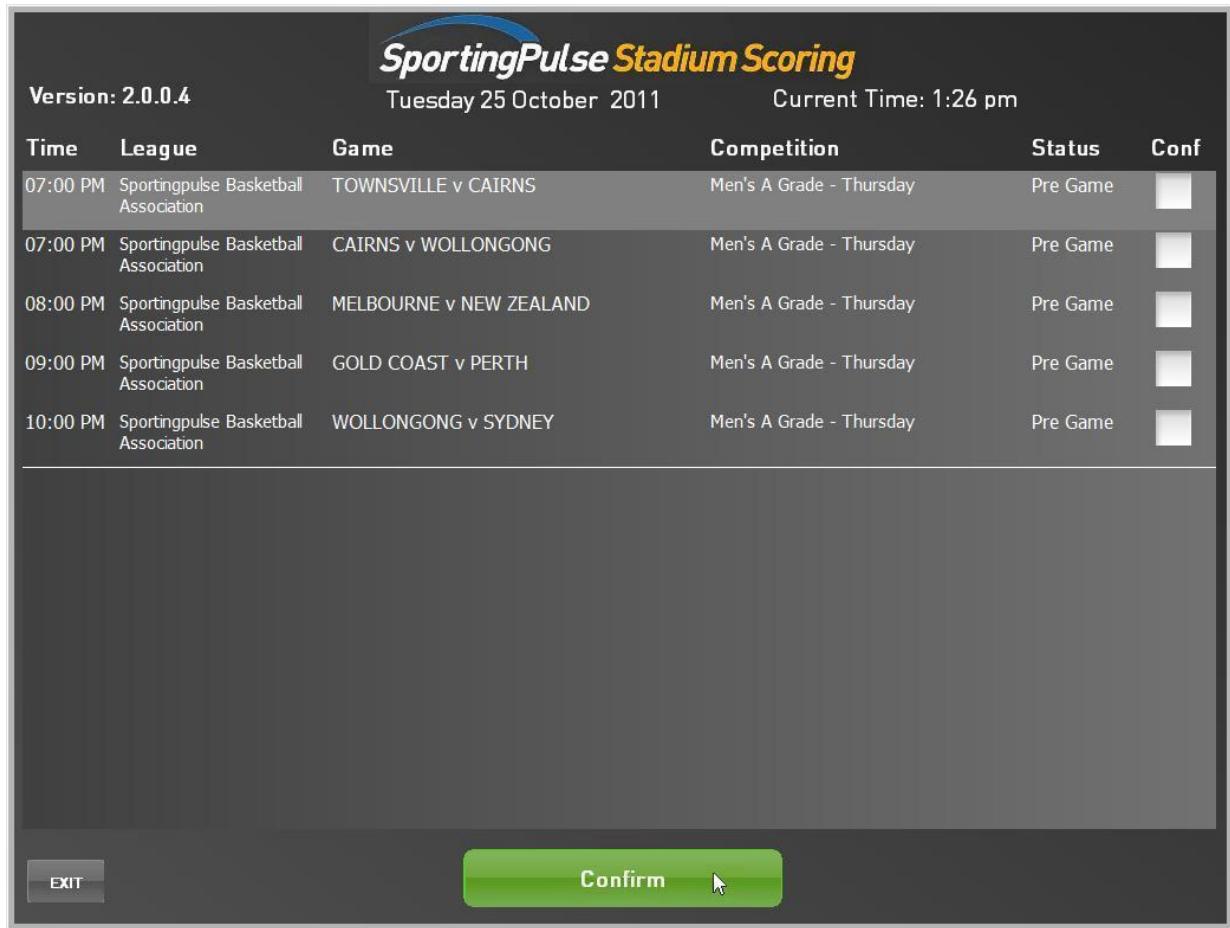
WABL STADIUM SCORING USER MANUAL

Contents

Select a Game	3
Select Active Players	4
Player Numbers	5
Select Coaches.....	7
Add a Player	10
Start the Game - REFEREE	11
Scoring.....	12
Corrections during a Game	13
Change a Player's number during a Game.....	14
Confirm Quarter and 3-Quarter Time.....	15
Confirm Half Time – REFEREE.....	15
Confirm the Game - REFEREE	15

The Home Association will have set up the equipment prior to the first games commencing. The Stadium Scoring program will be open with the following screen, displaying a list of games for the session.

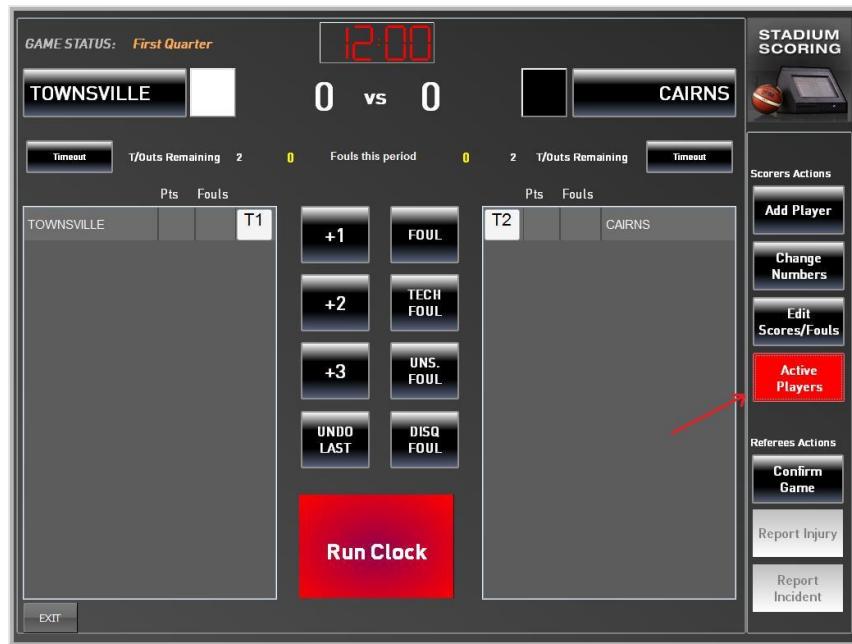
Select a Game



From the list of games displayed, highlight the game to be scored then click the "Confirm" button.

You will now be able to select active players and add any new players into the system.

Select Active Players



The scoring screen appears and the players who are playing in the game are now able to be added.

Click the “Active Players” button to go to the registered players list.

Confirm Registered Players					
TOWNSVILLE			CAIRNS		
#		P F	#	P F	
<input checked="" type="checkbox"/>	Damian Cedar	0 0	<input checked="" type="checkbox"/>	Jeremiah Hill	0 0
<input type="checkbox"/>	Mark Hinder	0 0	<input checked="" type="checkbox"/>	Peter Rychart	0 0
<input checked="" type="checkbox"/>	Wade Blanchfield	0 0	<input checked="" type="checkbox"/>	Chris Williams	0 0
<input checked="" type="checkbox"/>	Kerry Cedar	0 0	<input type="checkbox"/>	Rhys Crosswhite	0 0
<input checked="" type="checkbox"/>	Mitchell Crawford	0 0	<input checked="" type="checkbox"/>	Stephen Grabau	0 0
<input checked="" type="checkbox"/>	Anthony Allen	0 0	<input checked="" type="checkbox"/>	Dusty Loughton	0 0
<input checked="" type="checkbox"/>	Corey Schenscher	0 0	<input checked="" type="checkbox"/>	James Dowdell	0 0

At the bottom, there are 'Cancel' and 'Confirm' buttons.

Clicking the white square next to a player's name brings up a green tick and these are the players who will appear on the scoring screen.

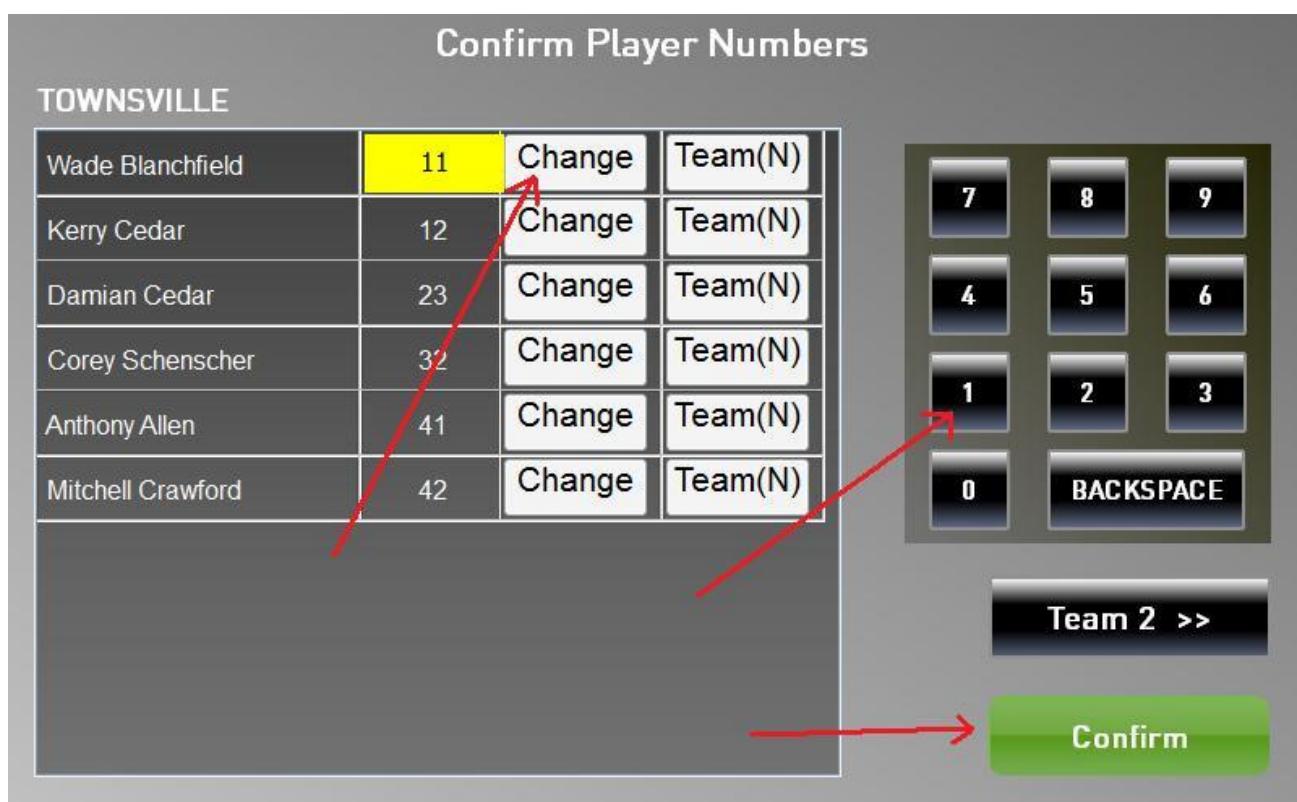
When completed, just click the “Confirm” button to move to the next screen.

At the next screen, you can edit and confirm the player's numbers for Team 1.

Should you need to add a new player, this can be done in a separate process that will be described later.

You can return to this screen to add or remove players later in the game.

Player Numbers



Click the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right.

If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change.

When you have completed editing the numbers for the team, click on the “Confirm” button and the screen for Team 2 will appear.

Confirm Player Numbers

CAIRNS

Change	6	Jeremiah Hill	Team(Y)
Change	8	Peter Rychart	Team(N)
Change	12	Chris Williams	Team(N)
Change	15	Stephen Grabau	Team(N)
Change	33	Dusty Loughton	Team(N)
Change	42	James Dowdell	Team(N)

7	8	9
4	5	6
1	2	3
0	BACKSPACE	

<< Team 1

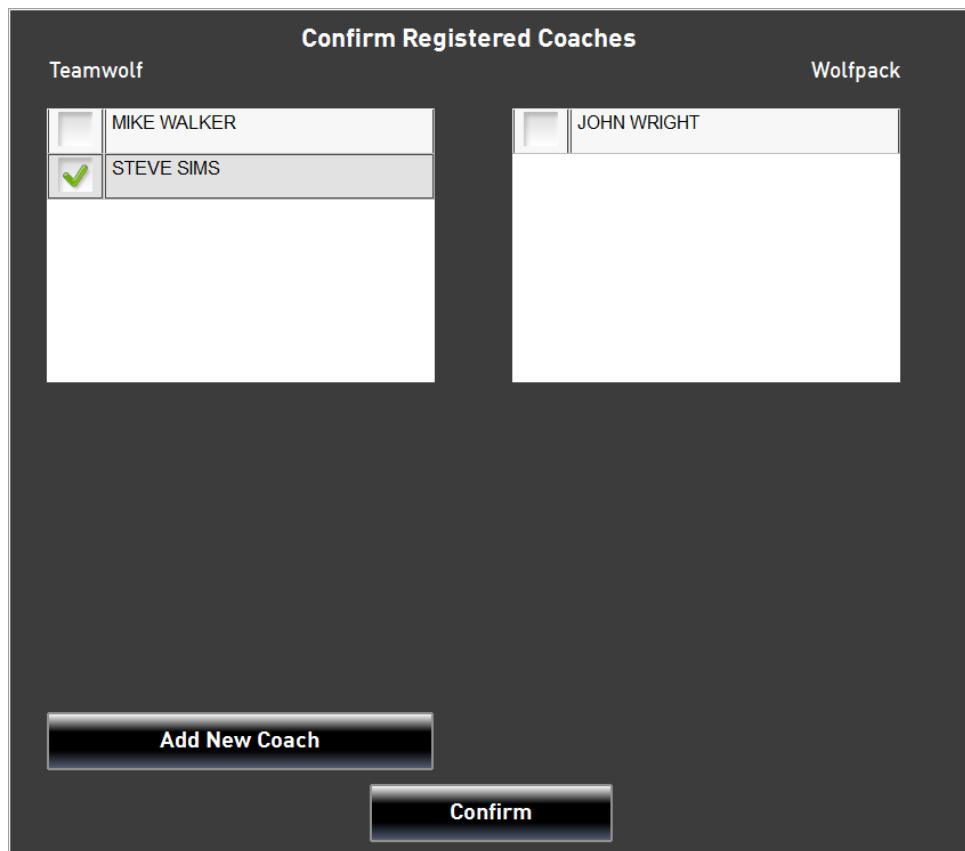
Confirm

Click the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right.

If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change.

When you have completed editing the numbers for the team, click on the “Confirm” button and the screen for confirming and adding Coaches will appear.

Select Coaches



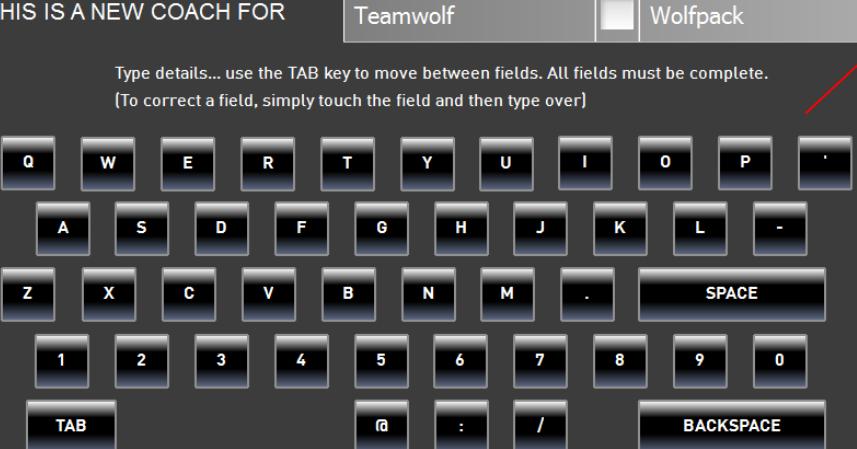
Clicking the white square next to a Coach's name brings up a green tick and these are the Coaches who will appear on the scoring screen.

When completed, click the “Confirm” button to move to the scoring screen. If you need to add a new coach, click the “Add New Coach” button.

ADD A NEW COACH

THIS IS A NEW COACH FOR

Type details... use the TAB key to move between fields. All fields must be complete.
(To correct a field, simply touch the field and then type over)



FIRST NAME: **SURNAME:** **DOB:** dd mm yyyy

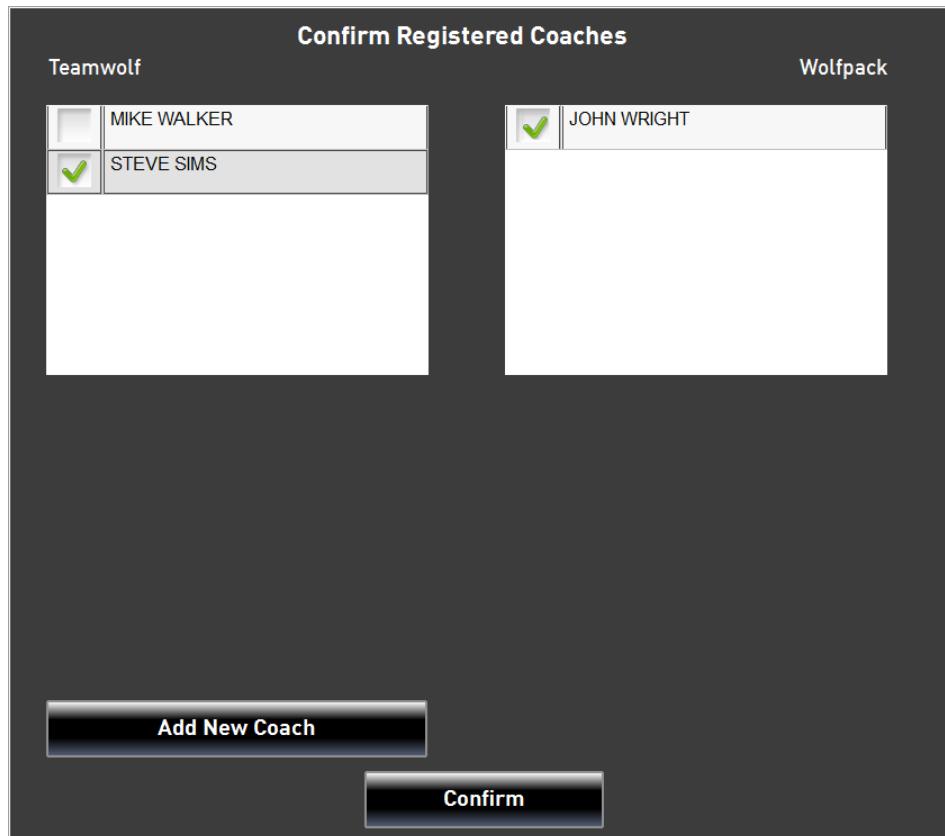
Email: **GENDER:** M F

←

Click the white box next to the team name that the new coach will be the coach of. Enter the new coach's details into the boxes under the displayed keypad using the keyboard.

The current box is coloured in yellow. Move from box to box by clicking the box or the TAB key. All boxes must be completed before the confirmation will be allowed.

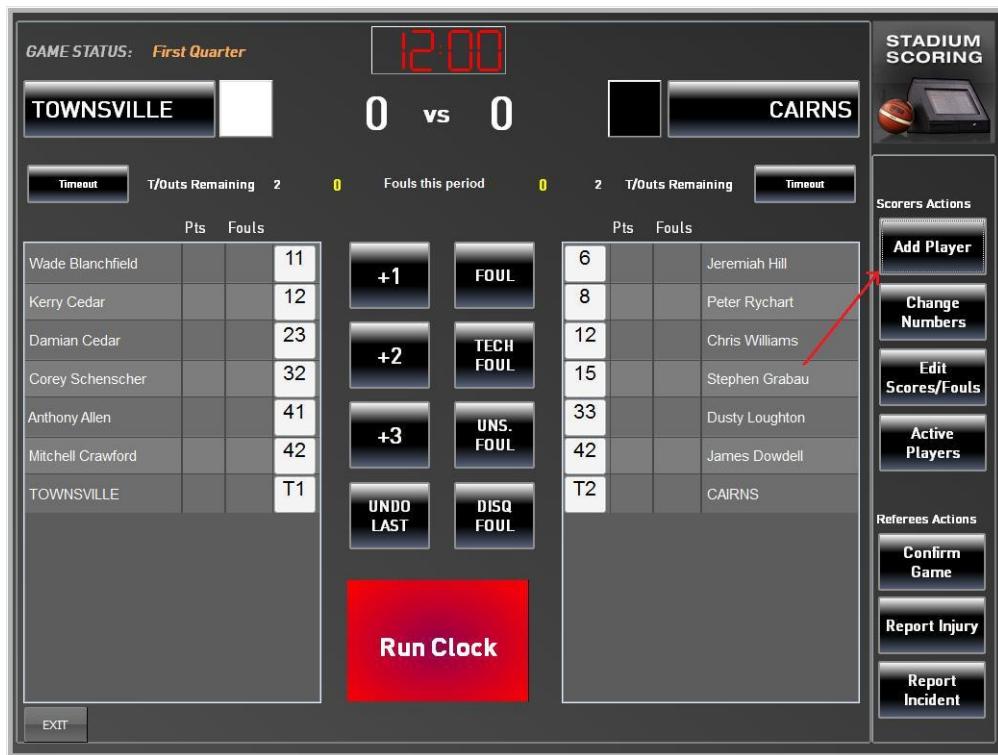
Click the "Confirm" button to move back to the Select Coaches screen.



Clicking the white square next to a Coach's name brings up a green tick and these are the Coaches who will appear on the scoring screen.

When completed, click the "Confirm" button to move to the scoring screen.

Add a Player



If you need to add a new player, click the “Add Player” button. A screen will appear to allow you to either search for a player or enter details manually. Click on the green “Enter Details Manually” button.

ADD A NEW PLAYER

THIS IS A NEW PLAYER FOR **TOWNSVILLE** **CAIRNS**

Type details... use the TAB key to move between fields. All fields must be complete.
(To correct a field, simply touch the field and then type over)

Virtual keyboard with keys: Q, W, E, R, T, Y, U, I, O, P, ., A, S, D, F, G, H, J, K, L, -, Z, X, C, V, B, N, M, ., SPACE, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, TAB, :, /, BACKSPACE.

FIRST NAME: SURNAME: DOB: dd mm yyyy
SUBURB: POSTCODE: PLAYER NUMBER: GENDER: M F

Cancel **Confirm**

Click the white box next to the team name that the new player will be playing for. Enter the new player's details into the boxes under the keyboard using the keyboard.

The current box is coloured in yellow. Move from box to box by clicking the box or the TAB key. All boxes must be completed before the confirmation will be allowed. The player number is included in this required information.

Click the "Confirm" button to move back to the scoring screen.

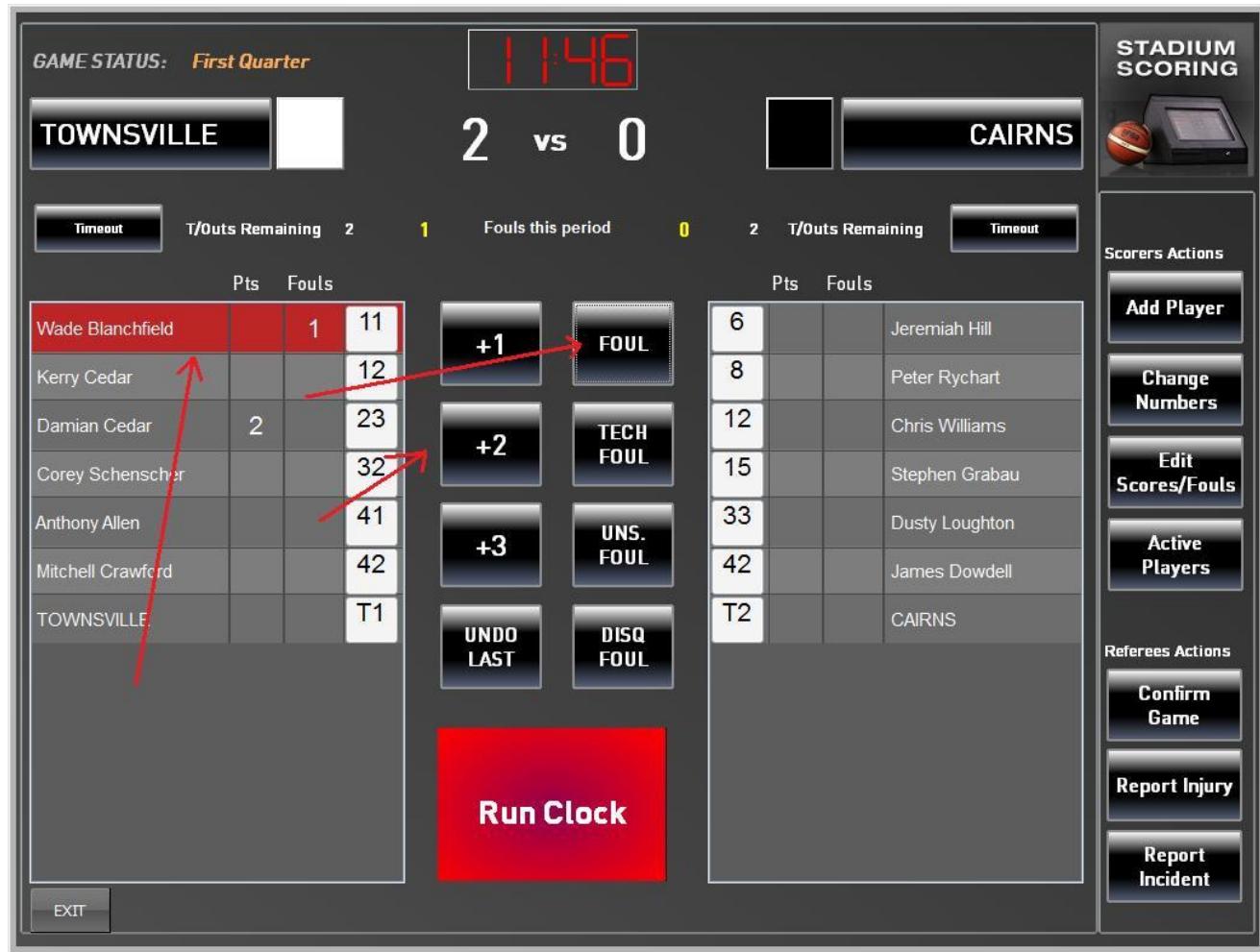
Start the Game - REFEREE



The referee will now confirm that the game is ready to begin and will perform this using their code. Once they click "Confirm" you will be returned to the scoring screen.

Once you select "Run Clock" the Timer at the top of the screen will start to run (N.B. the Stadium Scoring clock does not need to stopped and/or started at all – games will still run off scoreboard clock)

Scoring



Points are recorded by clicking the player's name (it is then highlighted) and clicking the appropriate score i.e. +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The progressive score then appears beside the player name and the progressive team score is added to the display at the top of the screen.

When a foul is given, the player name is highlighted and the appropriate foul button is clicked. The progressive numbers of fouls are shown against each player and the progressive team fouls are displayed at the top of the screen.

Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name). Any points for an unknown player can also be recorded on this Team line.

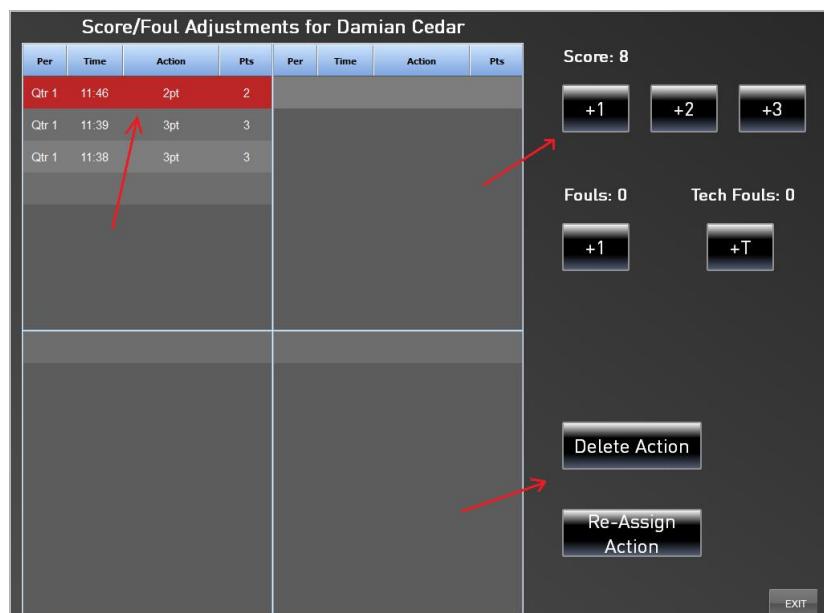
When a timeout is called, click the "Timeout" button beneath the team name. Timeouts remaining for the period are displayed next to the button.

Corrections during a Game



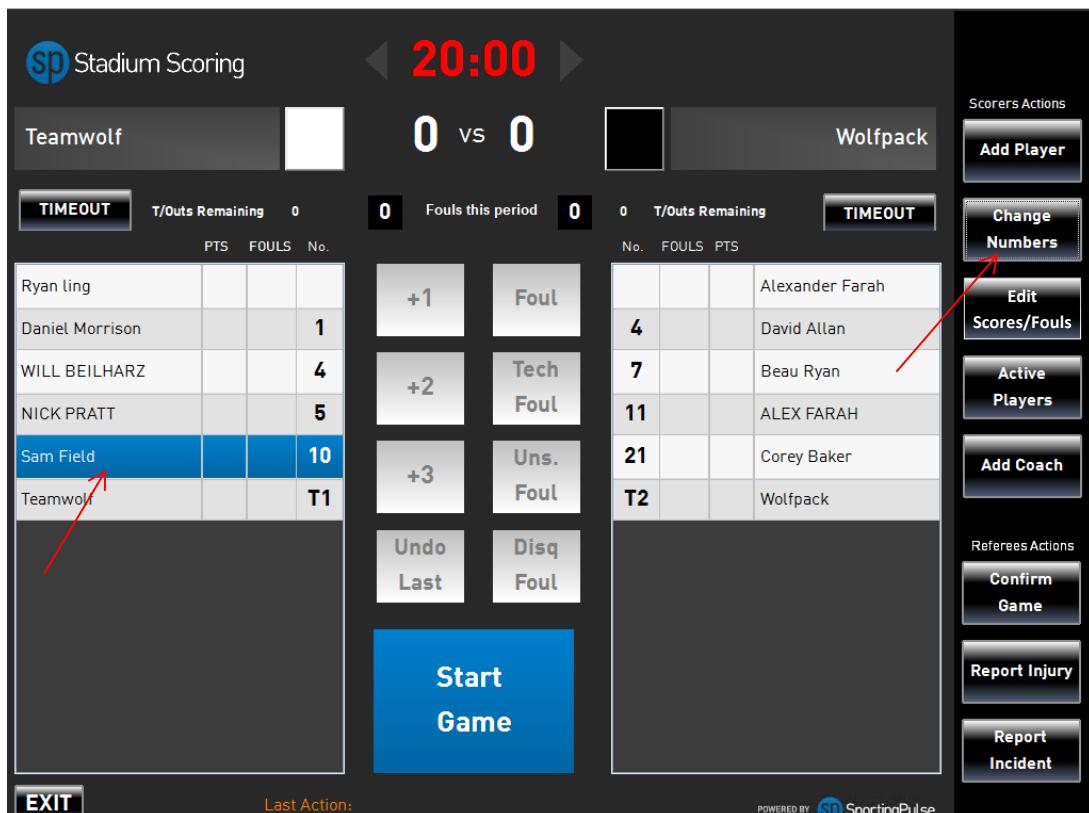
If you discover an error immediately, you can click the “Undo Last” button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).

For earlier errors, highlight the player name and click the “Edit Scores/Fouls” button. The following screen will allow the edit process.

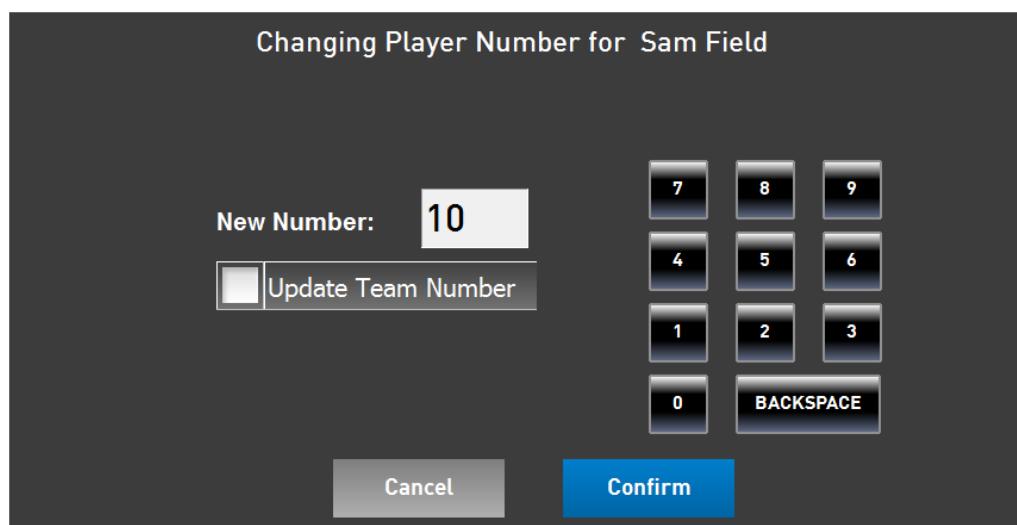


Highlight the action to be edited. Use the scores and fouls buttons to make adjustment to this record. The action can also be deleted or re-assigned to another player.

Changing a Player's number during a Game



If a Player changes number during the game, click the player's name then click the “Change Numbers” button. The following screen will allow you to edit their number.



Use the number pad or the keyboard to delete the current number and enter the new number. If the change is permanent (i.e. for the rest of the season) click the “Update Team Number” box. Click the “Confirm” button to go back to the scoring screen.

Confirm Quarter and 3-Quarter Time

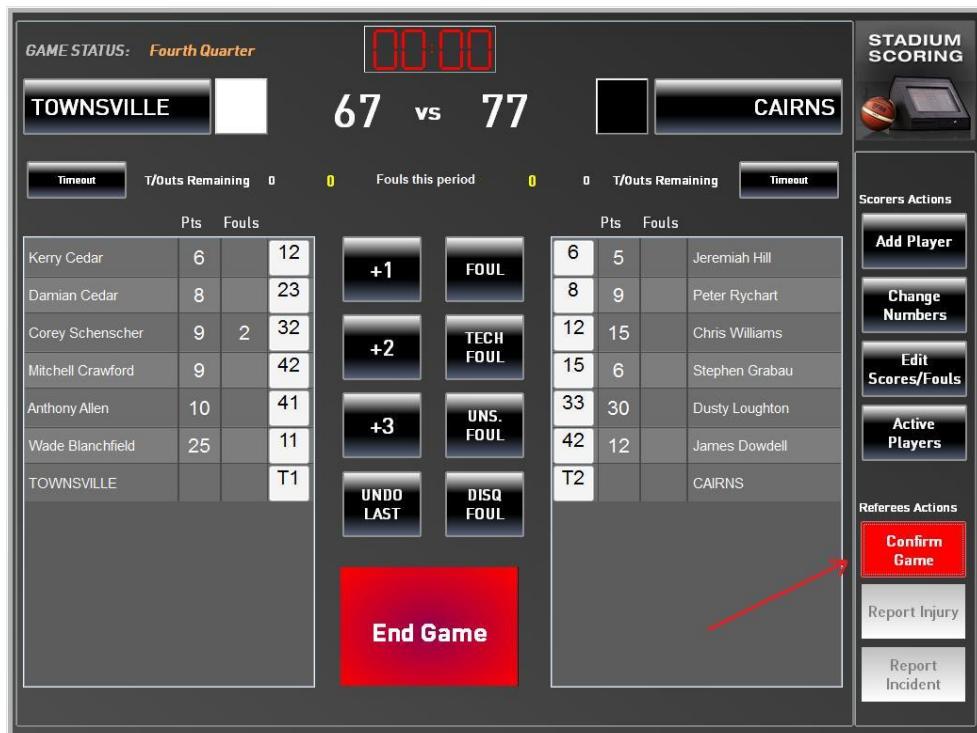
When the game has reached quarter time or 3-quarter time, click “Start qtr/3 qtr time” and the clock displaying the time between periods will begin.

Confirm Half Time – REFEREE

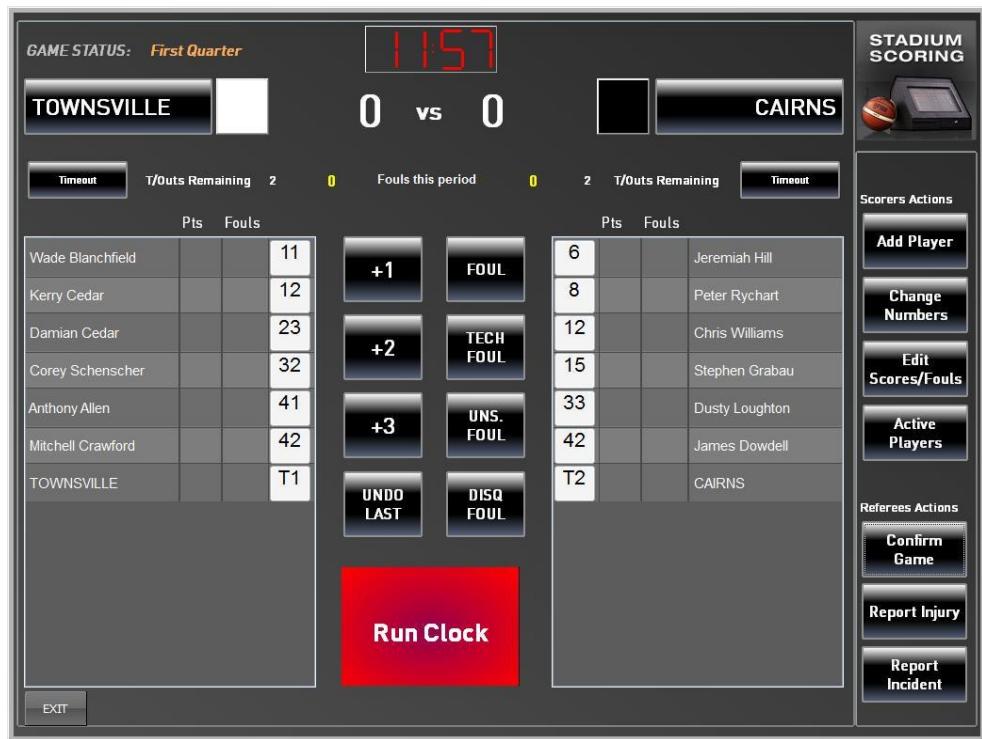
When the game has reached half-time, click “Start Half Time” and the clock displaying the time between halves will begin.

The referee will enter their code to confirm the score and will be asked to confirm the active players and their singlet numbers. At this stage the referee shall remove players on the team list who are not participating in the game, and change singlet numbers if required. Click “Confirm” at each stage of the process to continue to the next. Once this has been completed you will be returned to the scoring screen.

Confirm the Game – REFEREE



When the game is over, the referee will confirm the game results by clicking the “Confirm Game” button.



The referee will enter their code to confirm the game result and click the "Confirm" button.